FEATURES OF MODELING APPROACHES OF THE PROJECT LIFE CYCLE

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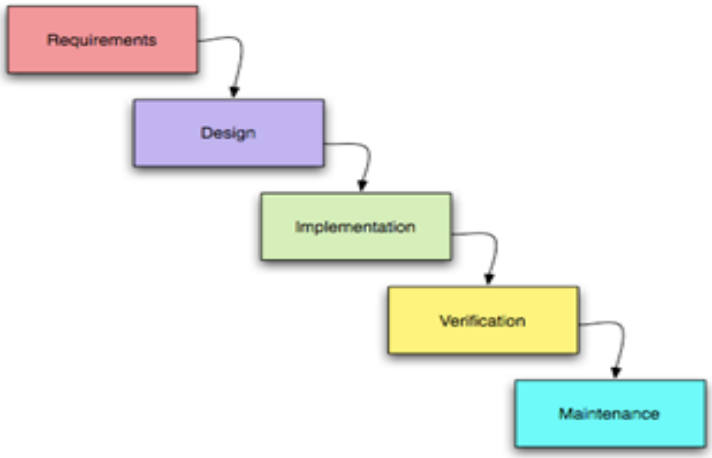
Projects, by definition, have a beginning and an end. They also have defined phases between the project kickoff and project closeout. A phase represents a grouping of similar activities that has a very loosely defined beginning and end. The Project Management Institute (PMI) identifies four major phases of a project as characteristics of the project life cycle. These four life-cycle phases are initiation, planning, execution, and project closeout. The knowledge, skills, and experience needed on the project can vary in each phase. During the early phases of a project, the project leadership needs good conceptual skills, the ability to build a team, and the experience to build a project roadmap. During project closeout, the project leadership provides a high degree of motivation and attention to details. On a large project, lasting two or more years, it is common to see the project management team change leadership to provide skills that are appropriate to the final phases of the project.

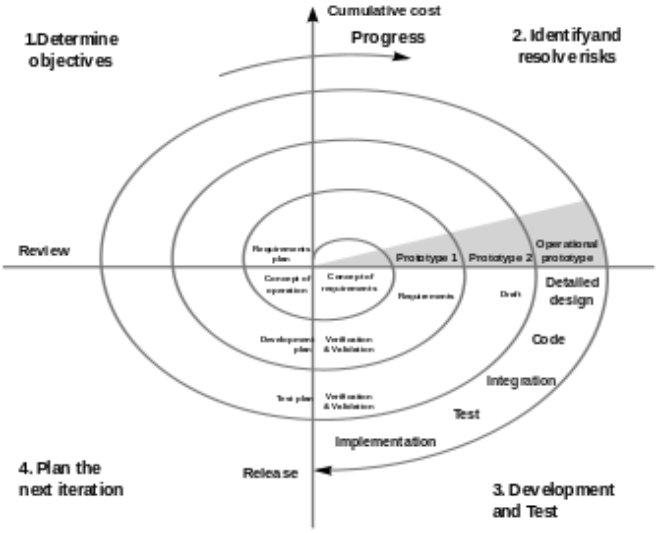
There are several models of life cycle:

1. The waterfall model is a sequential design process, used in software development processes, in which progress is seen as flowing steadily downwards (like a waterfall) through the phases of Conception, Initiation, Analysis, Design, Construction, Testing, Production/Implementation and Maintenance.

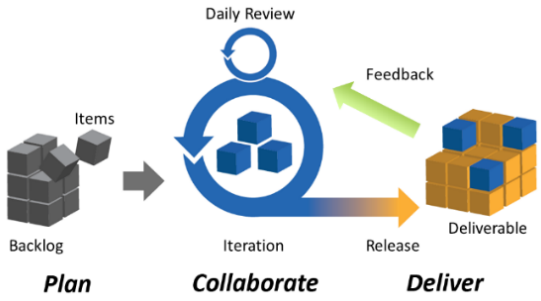


The waterfall development model originates in the manufacturing and construction industries: highly structured physical environments in which after-the-fact changes are prohibitively costly, if not impossible. Since no formal software development methodologies existed at the time, this hardware-oriented model was simply adapted for software development.

2. The spiral model is a risk-driven process model generator for software projects. Based on the unique risk patterns of a given project, the spiral model guides a team to adopt elements of one or more process models, such as incremental, waterfall, or evolutionary prototyping.



3. Agile development model is also a type of Incremental model. Software is developed in incremental, rapid cycles. This results in small incremental releases with each release building on previous functionality. Each release is thoroughly tested to ensure software quality is maintained. It is used for time critical applications. Extreme Programming (XP) is currently one of the most well known agile development life cycle model.



According to principles of every of this models in project ‘Opening of design studio ‘7D’’ project manager cannot use only one. As the result, waterfall model and agile principal should mix. The first two stages must be used waterfall methodology, because of bureaucracy. However, project manager should use agile principles realizing stage. The main idea of agile is that customer or his requirements more important than documentation. So, the method which proposing is modification of waterfall method in way to hybrid realization stage with principles of agile method.

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